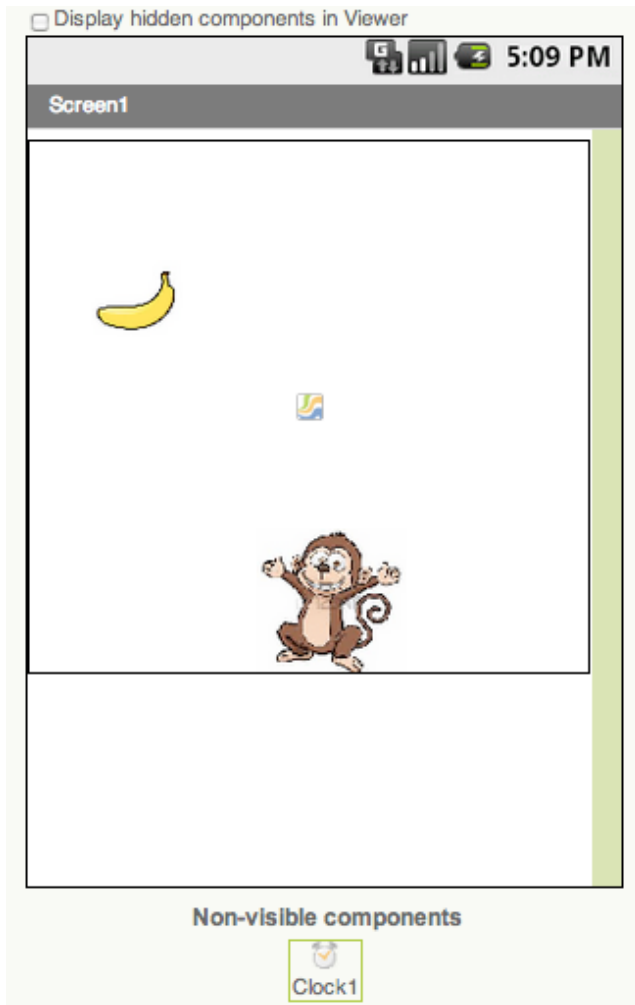




Drag A Sprite

Move a sprite side to side by dragging your finger



Getting Ready

You will need these components in your design screen:

- Canvas
- ImageSprite
- Clock

Blocks Editor

```
when MonkeySprite .Dragged
  startX startY prevX prevY currentX currentY
do
  call MonkeySprite .MoveTo
    x get currentX
    y MonkeySprite . Y
```

What Does it Mean?

While the user is dragging the sprite, **MonkeySprite.Dragged** gets called multiple times. Each call has 6 arguments:

- **startX** and **startY**, where the user initially touched the screen.
- **currentX** and **currentY**, where the user is currently touching
- **prevX** and **prevY** hold whatever values were in **currentX** and **currentY** on the previous call to the event. (On the first call of this event, prevX and prevY are the same as startX and startY.)

When the user drags the MonkeySprite, it will be moved to the new X location, **currentX**, of the drag. The Y stays the same so the monkey can only move in the X-direction.

